Wag It Games Dog Ball
Novice

Date:

Venue:

Dog's Name:

Dog's WIG#:

Trial 1

Judge: Judge:

Class A/B/J:

1	Gate 1		
2	Gate 2		
3	Pen		
Time: Max 5 min		Q	NQ

Trial 2

Judge:

Class A/B/J:

1	Gate 1		
2	Gate 2		
3	Pen		
Time: Max 5 min		Q	NQ

Non-Qualifying - The items below constitute a non-qualifying performance.

- Exceeding maximum course time
- The ball passes through a gate in the wrong direction
- Omitted gate
- No pen
- Popping a ball
- Handler touching the dog
- Dog leaves the ring
- Handler directs the ball
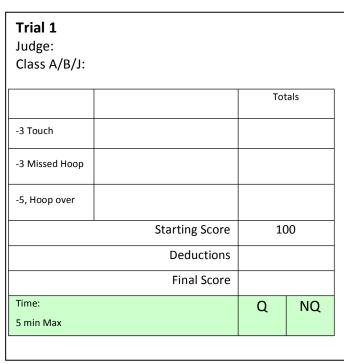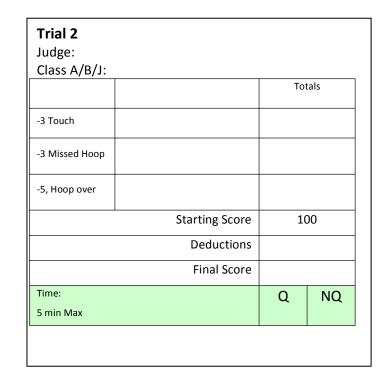- Handler purposely touches the ball
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Excusals - The following will result in a team being excused from the ring

- Dog appears to be overly stressed, in pain or ill
- Eliminating or vomiting in the ring
- Any appearance of threatening or aggressive behaviors
- Any behavior the Judge feels threatens safety in any way
- Harsh corrections

Wag It Games Dog Ball
Skilled

Date:
Venue:
Dog's Name:
Dog's WIG#:

Trial 1
Judge:
Class A/B/J:

		Totals
-3 Touch		
-3 Missed Hoop		
-5, Hoop over		
Starting Score		100
Deductions		
Final Score		
Time: 5 min Max	Q	NQ

Trial 2
Judge:
Class A/B/J:

		Totals
-3 Touch		
-3 Missed Hoop		
-5, Hoop over		
Starting Score		100
Deductions		
Final Score		
Time: 5 min Max	Q	NQ

Rewards

Touch and food rewards may be offered at any time during the performance.

Scoring

The Skilled level of Dog Ball is a scored class. First through fifth placements will be given.

Deductions/Penalties: All teams will start with 100 points. A qualifying performance is a score of 80 or above.
-3 points for the ball touching the handler
-3 points for the ball passing through a hoop out of sequence
-5 points for knocking over hoops, each occurrence

Non-qualifying - The items below constitute a non-qualifying performance.
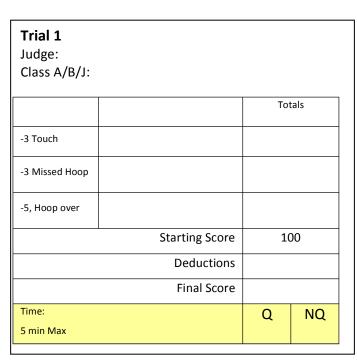- Exceeding maximum course time
- The ball passes through a hoop in the wrong direction
- Omitted hoop
- Popping the ball
- Handler touching the dog
- Dog leaves the ring
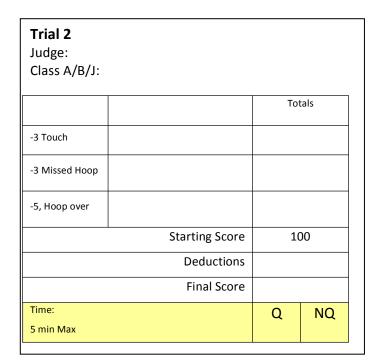- Dog entering or exiting the ring off leash

Excusals - The following will result in a team being excused from the ring.
- Dog appears to be overly stressed, in pain or ill

Wag It Games Dog Ball
Proficient

Date:
Venue:
Dog's Name:
Dog's WIG#:

Trial 1
Judge:
Class A/B/J:

		Totals
-3 Touch		
-3 Missed Hoop		
-5, Hoop over		
Starting Score		100
Deductions		
Final Score		

Time: 5 min Max	Q	NQ

Trial 2
Judge:
Class A/B/J:

		Totals
-3 Touch		
-3 Missed Hoop		
-5, Hoop over		
Starting Score		100
Deductions		
Final Score		

Time: 5 min Max	Q	NQ

Rewards

Touch and food rewards may be offered at any time during the performance.

Scoring

The Skilled level of Dog Ball is a scored class. First through fifth placements will be given.

Deductions/Penalties: All teams will start with 100 points. A qualifying performance is a score of 80 or above.
-3 points for the ball touching the handler
-3 points for the ball other than designated ball leaving the square

Non-qualifying - The items below constitute a non-qualifying performance.
- Exceeding maximum course time
- Failure to remove designated ball from the square
- Failure to complete distance element
- Handler enters the square
- Popping the ball
- Touching the dog
- Dog leaves the ring
- Dog entering or exiting the ring off leash

Excusals - The following will result in a team being excused from the ring.
- Dog appears to be overly stressed, in pain or ill